Course description template: Graphics and Animation

Course Name: .1	
Graphics and animation	
Course code: .2	
Determined by the scientific department	
Chapter/Year: .3	
First course	
Date of preparation of this description: .4	
10/1/2026	
Available attendance formats: .5	
My attendance is theoretical and practical + electronic (when needed)	
Number of study hours (total) / Number of units (total): .6	
3 hours / 3 units	
Name of the course coordinator .7	
Name: M.M. Mustafa Razzaq Kadhim Email:mustafa.razzaq@uowa.edu.iq	
Course Objectives .8	

This course deals with the fundamentals of graphic design and motion graphics techniques.(Motion Graphics), with a focus on employing visual elements to produce effective visual content that serves media, advertising, and cultural purposes. The course introduces students to fundamental design concepts such as line, color, composition, visual rhythm, and visual identity, in addition to the principles of animation, time, and visual movement. The course combines theoretical and practical aspects, teaching students how to use specialized design and animation software to transform ideas into designs and animations that creatively and effectively convey media messages. It also aims to develop aesthetic sense, visual analysis skills, and the ability to work on applied projects that meet the demands of the job market in the fields of digital media and contemporary design..	**Course Objectives**

Teaching and learning strategies .9	

Theoretical lectures supported by practical examples. ✓ Classroom discussions and analysis of real-life case studies. ✓	

			Applied projects (short reports and research papers). ✓	strategy
			Training in the use of quantitative methods for forecasting and decision making. ✓	
			E-learning through digital resources and educational videos. ✓	

Course structure   .10

Evaluation Method	Learning method	Unit or topic name	Required learning outcomes	Hours	Week
Oral questions	Lecture + Discussion	Introduction to Graphic Design	The concept of graphic design and its importance	3	1
	Lecture + Examples	computer application	practical	2	2
Short report	Lecture + Participation	Graphic design from its inception to the Industrial Revolution	The student explains the prospects for the development of graphic design and its contemporary role.	3	3
		practical	practical	2	4
duty	Lecture + Exercise	Graphic design in the nineteenth century	The student reviews the origins and development of graphic design before the Industrial Revolution.	3	5
		practical	practical	2	6
duty	Lecture + Training	Graphic design in the twentieth century 21st century	The student identifies the characteristics of graphic design in the twentieth century. Features of graphic design in the 21st century	3	7
		Practical lecturer	Practical lecturer	2	8
			exam		9
duty	Lecture + practical examples	Image andArea	The student analyzes the image as a visual element in the design. The student explains the role of space in design composition.	3	10
		practical	practical	2	11
duty	Lecture + Case Study	Digital design software – Adobe Photoshop and After Effects	The student uses Adobe Photoshop in digital design. The student uses Adobe software.After EffectsIn productionVideos	3	12
		practical	practical	2	13
Class participation	Review + Exercises	Digital art and design	The student explains the relationship between digital design and the information age.	3	14
		practical	practical	2	15
			Second month exam		16
duty	Lecture + Participation	static digital art Animated digital art	The student produces a model of static and animated digital art.	3	17
		practical	practical	2	18
Short test	Lecture + Exercise	The concept of animation Its types and techniques	The student defines the concept of animation. andTypes and techniques of animation	3	19

		practical	practical	2	**20**
	Lecture + Training	2D and 3D animation techniques	The student applies two-dimensional animation techniques.and three-dimensional	3	**21**
		practical	practical	2	**22**
duty	Lecture + Discussion	**Animation elements**	**The student identifies the elements of animation.**	3	**23**
		practical	practical	2	**24**
			First month exam	2	**25**
a report	Lecture + Case Study	**Characteristics and features of animation**	**The student explains the characteristics and features of animation.**	3	**26**
		practical	practical	2	**27**
Short report	Review + Exercises	**animation industry**	**The student learns about the stages of animation production.**	3	**28**
		practical	practical	2	**29**
		The importance of animation in the educational process	The student demonstrates the importance of animation in the educational process.	3	**30**
		practical	practical	2	
			Second month exam		

Course evaluation　　.11

Grade distribution out of 100 According to the tasks assigned to the student, such as daily preparation, daily, oral, monthly, and written exams, reports, etc.

أ.　Preparation and class participation: 10 marks
ب.　Monthly test: 30 points
ج.　Final exam: 60 marks
د.　**Total = 100 points**

Learning and teaching resources　　.12

Required textbooks	A study on graphic design by Professor Ahmed Gamal Eid Mohsen Printing House Egypt 2014 m Deposit number 2014/26932 National Library and Archives - Egypt
Main References	A Study on Graphic Design by Prof. Dr. Ahmed Gamal Eid Mohsen Printing House Egypt 2014 Deposit Number 2014/26932 National Library and Archives - Egypt
Recommended supporting books and references	Fundamentals of graphic design, understanding cinema

Specialized scientific journals and researchGraphic design and animation	Electronic references, websites